NES-F4-USA

F-117A

STEALTH FIGHTER™

OFFICIAL PILOT'S MANUAL

MICROPROSE

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither MicroProse Software, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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Nintendo ENTERTAINMENT SYSTEM®

F-117A Stealth Fighter Pilot's Manual

CONTENTS

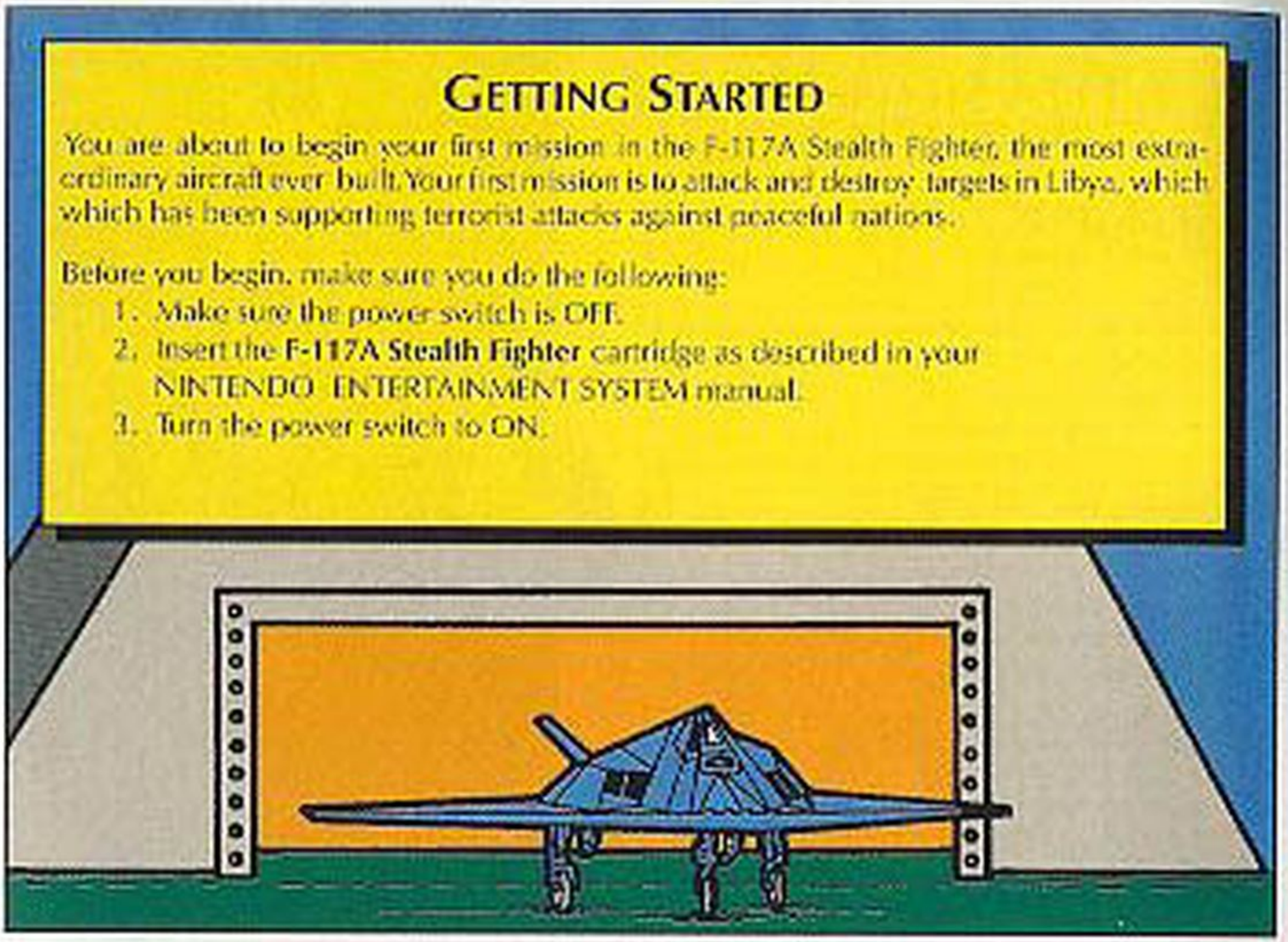
Getting Started 4
Your First Mission 5
One or Two Players 6
Flying Your F-117A 7
Theaters of Operations 11
Finding Your Target 19
F-117A Cockpit Display 20
Using Your Autopilot 22
Enemy Targets and Defenses 24
Your F-117A's Weapons 25
Radar and Your Stealthometer 27
Throttle and Fuel 28
Landing Your F-117A 29
Scoring 31
Special Decorations 34
Bailing Out 35
Saving Your Pilot 36

GETTING STARTED

You are about to begin your first mission in the F-117A Stealth Fighter, the most extraordinary aircraft ever built. Your first mission is to attack and destroy targets in Libya, which which has been supporting terrorist attacks against peaceful nations.

Before you begin, make sure you do the following:

1. Make sure the power switch is OFF.
2. Insert the **F-117A Stealth Fighter** cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch to ON.



YOUR FIRST MISSION

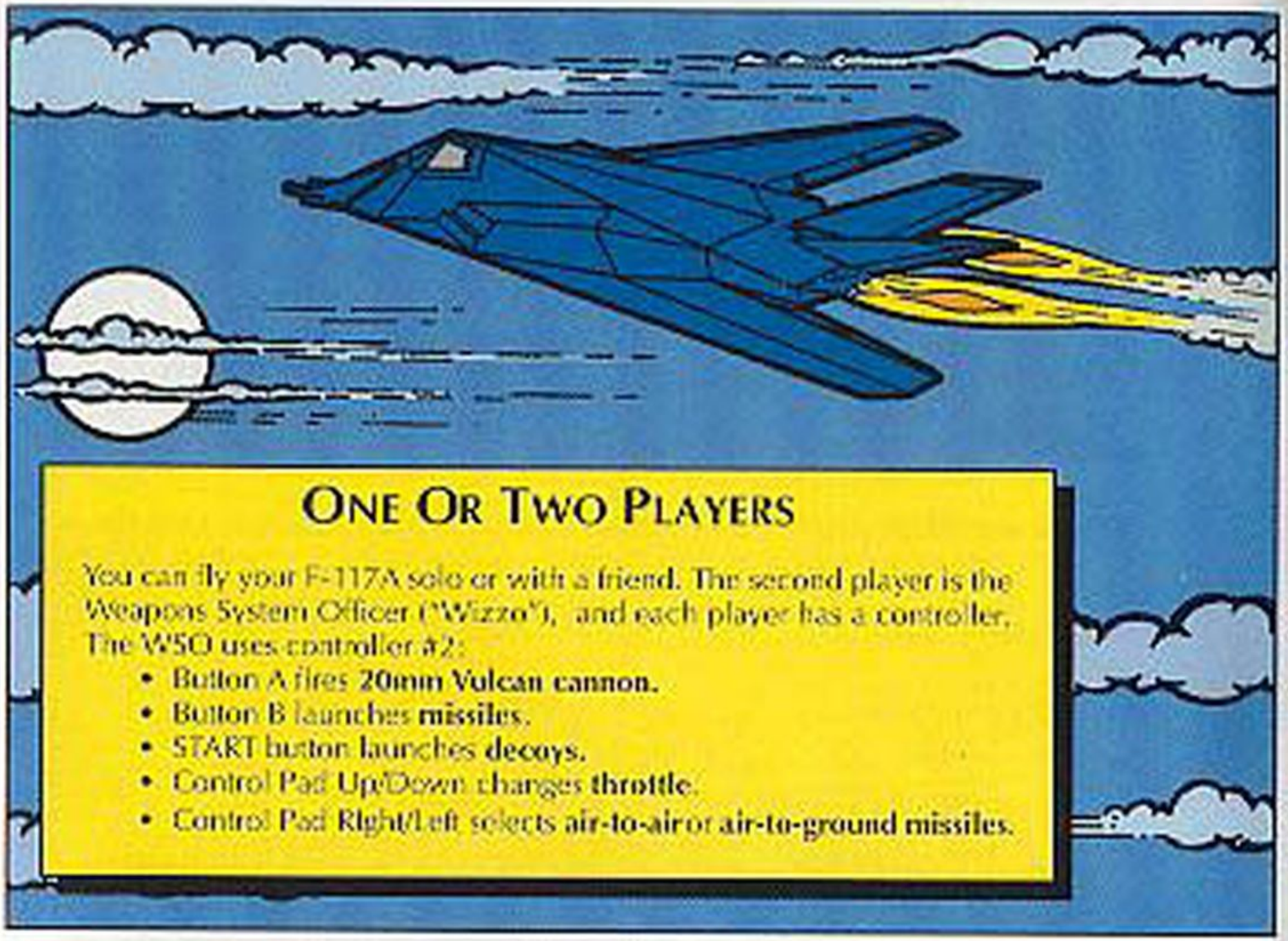
When you see the Main Menu you are ready to begin your first mission. Here you can make some choices about the type of game you will play. If you do not wish to make any changes to the choices you see on the screen, press START to see your Mission Briefing. If you wish to make any changes, press the DOWN arrow on your controller to reach the proper category, then press SELECT to see your options. The Main Menu includes the following categories:

Mode of Play: You begin with the one-player option.

Theater Selection: Your first mission is in Libya. You must successfully complete this mission before new theaters can be made available to you.

Enemy Skill Level: Your opponents are GREEN for your first mission.

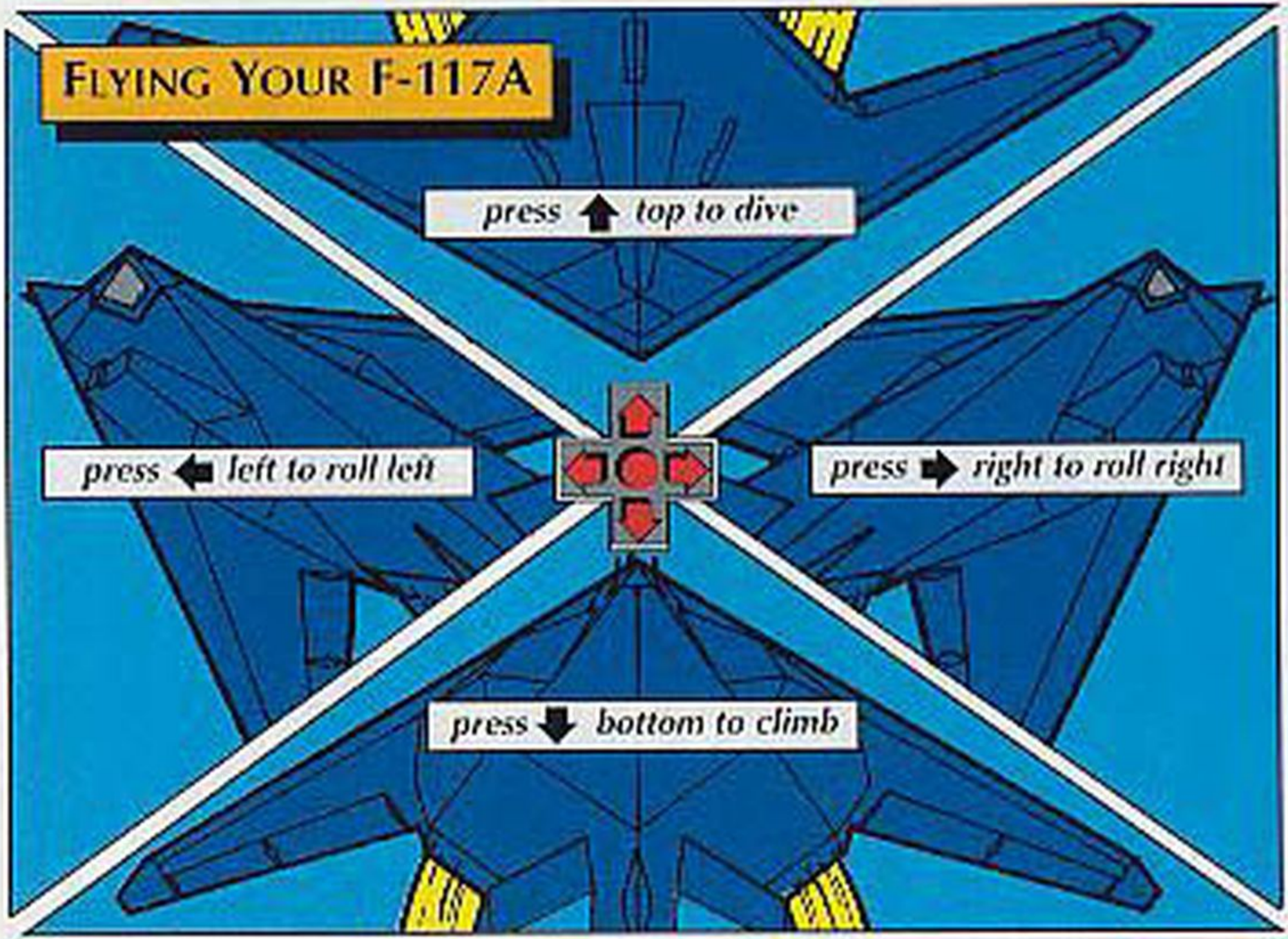
Weapons Selection: You begin with the STANDARD package of 12 air-to-air Sidewinders and 12 Maverick air-to-ground missiles.

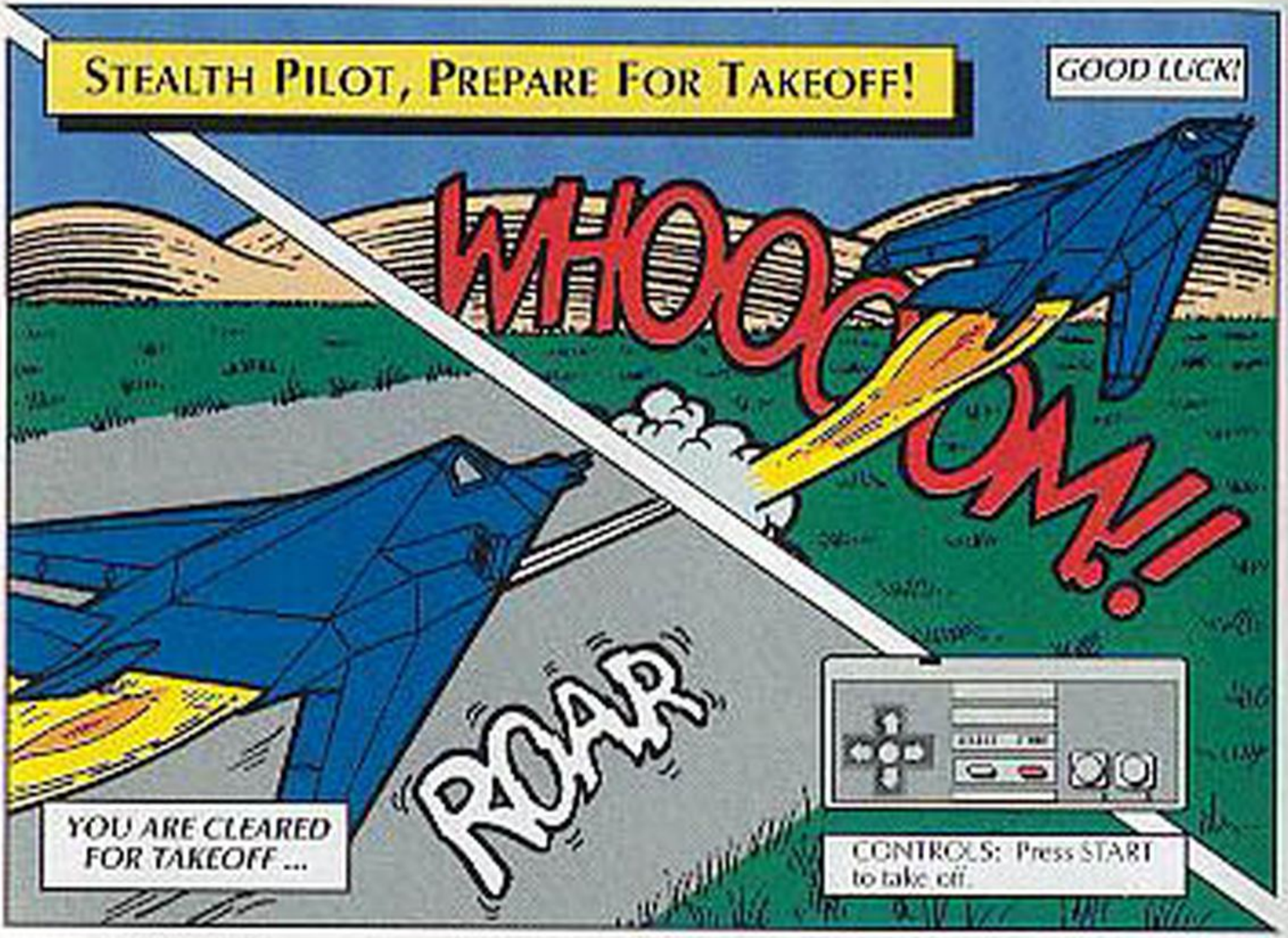


ONE OR TWO PLAYERS

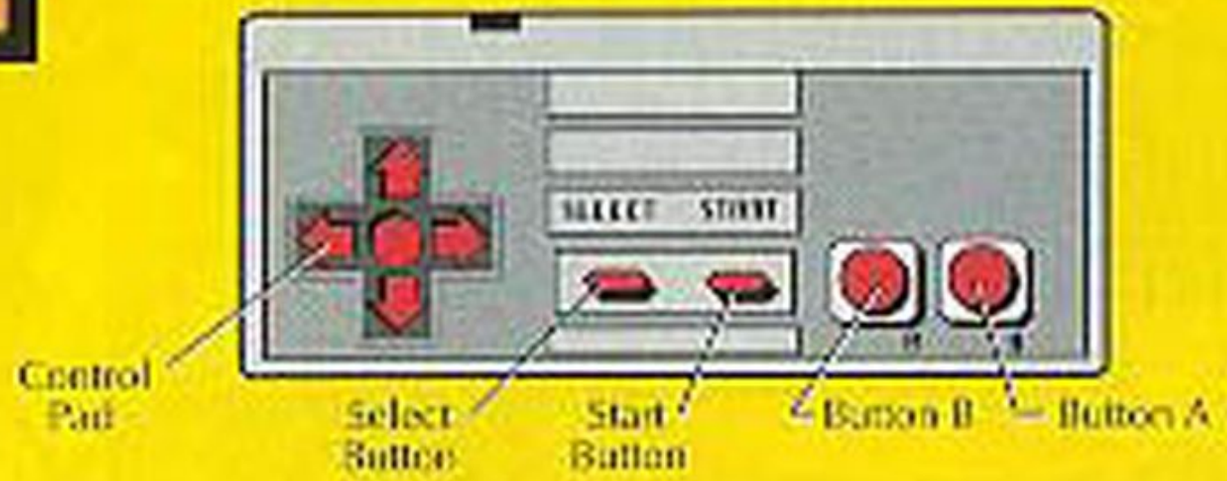
You can fly your F-117A solo or with a friend. The second player is the Weapons System Officer ("Wizzo"), and each player has a controller. The WSO uses controller #2:

- Button A fires **20mm Vulcan cannon.**
- Button B launches **missiles.**
- START button launches **decoys.**
- Control Pad Up/Down changes **throttle.**
- Control Pad Right/Left selects **air-to-air** or **air-to-ground missiles.**


FLYING YOUR F-117A
press top to dive
press left to roll left
press right to roll right
press bottom to climb


STEALTH PILOT, PREPARE FOR TAKEOFF!
GOOD LUCK!
WHOOOSH!!
ROAR
YOU ARE CLEARED FOR TAKEOFF ...
CONTROLS: Press START to take off.

CONTROLLER



CONTROL PAD: The controller is your "joystick."

- Press the LEFT or RIGHT button to roll.
- Press UP to dive.
- Press DOWN to climb.

BUTTON A: Fires your 20mm Vulcan cannon.

BUTTON B: Launches a missile.

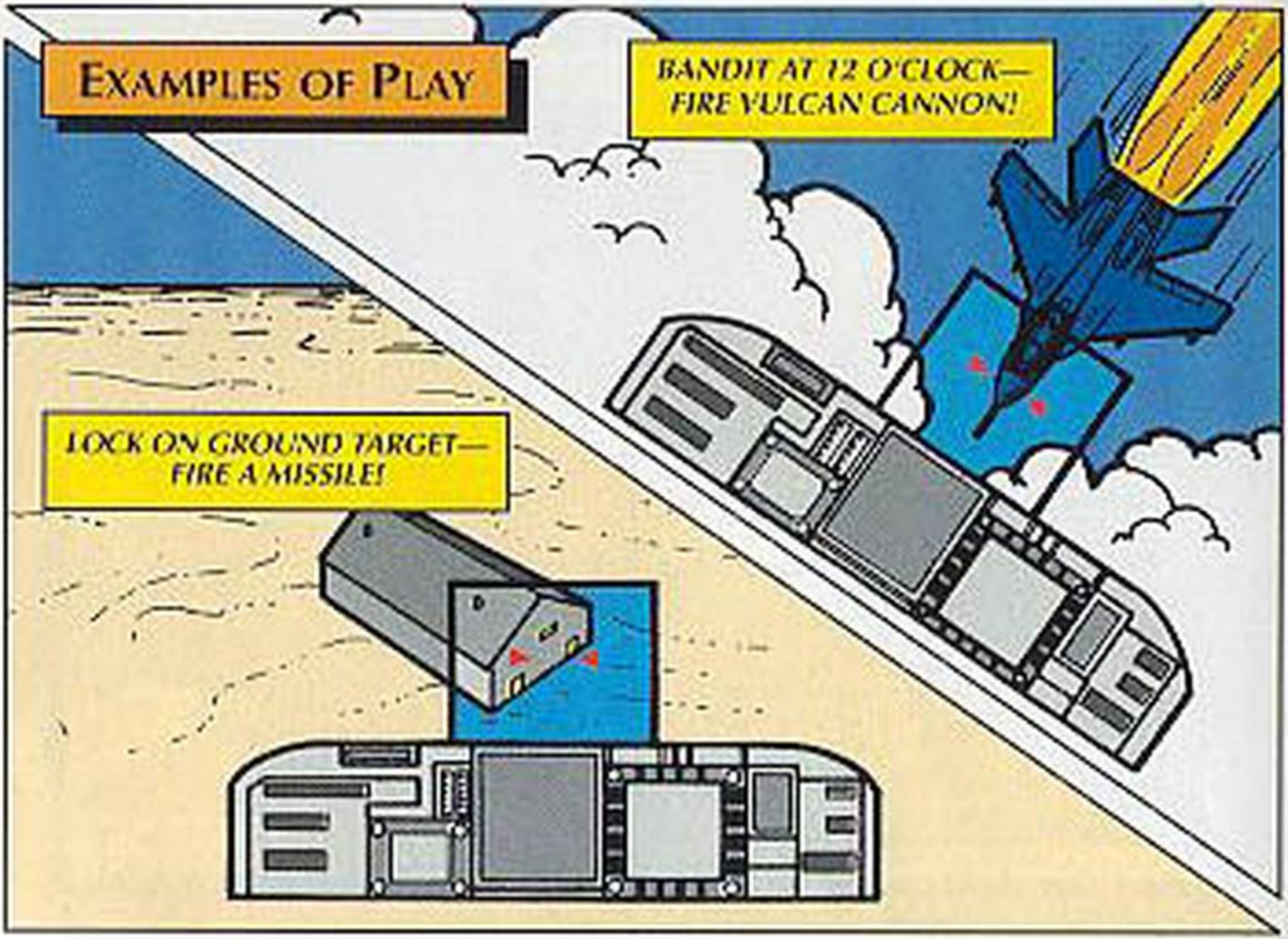
START: Releases decoys.

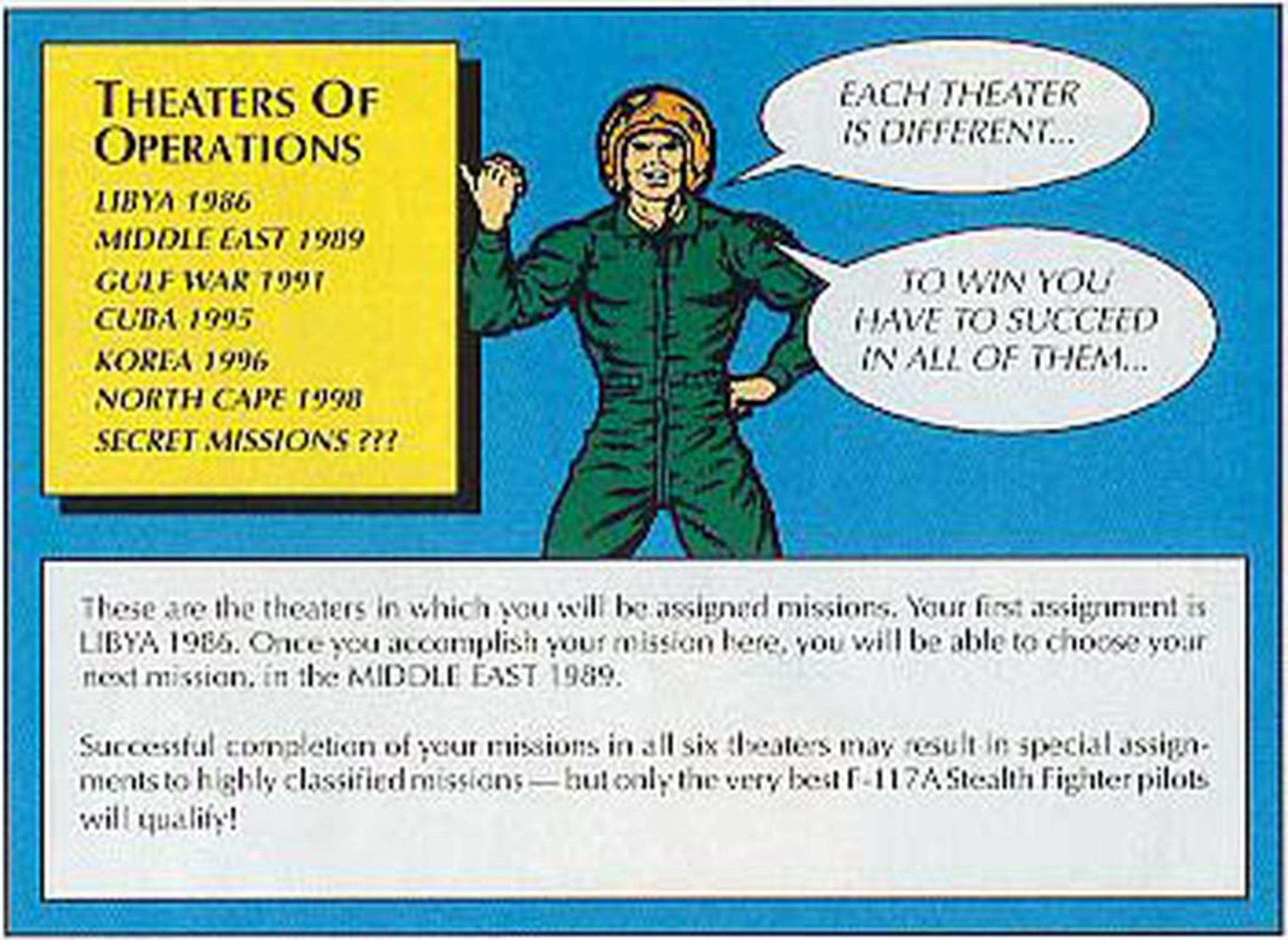
SELECT: INS screen

SELECT + UP or DOWN: Increase or Decrease Speed.

SELECT + BUTTON A: Weapons / Damage

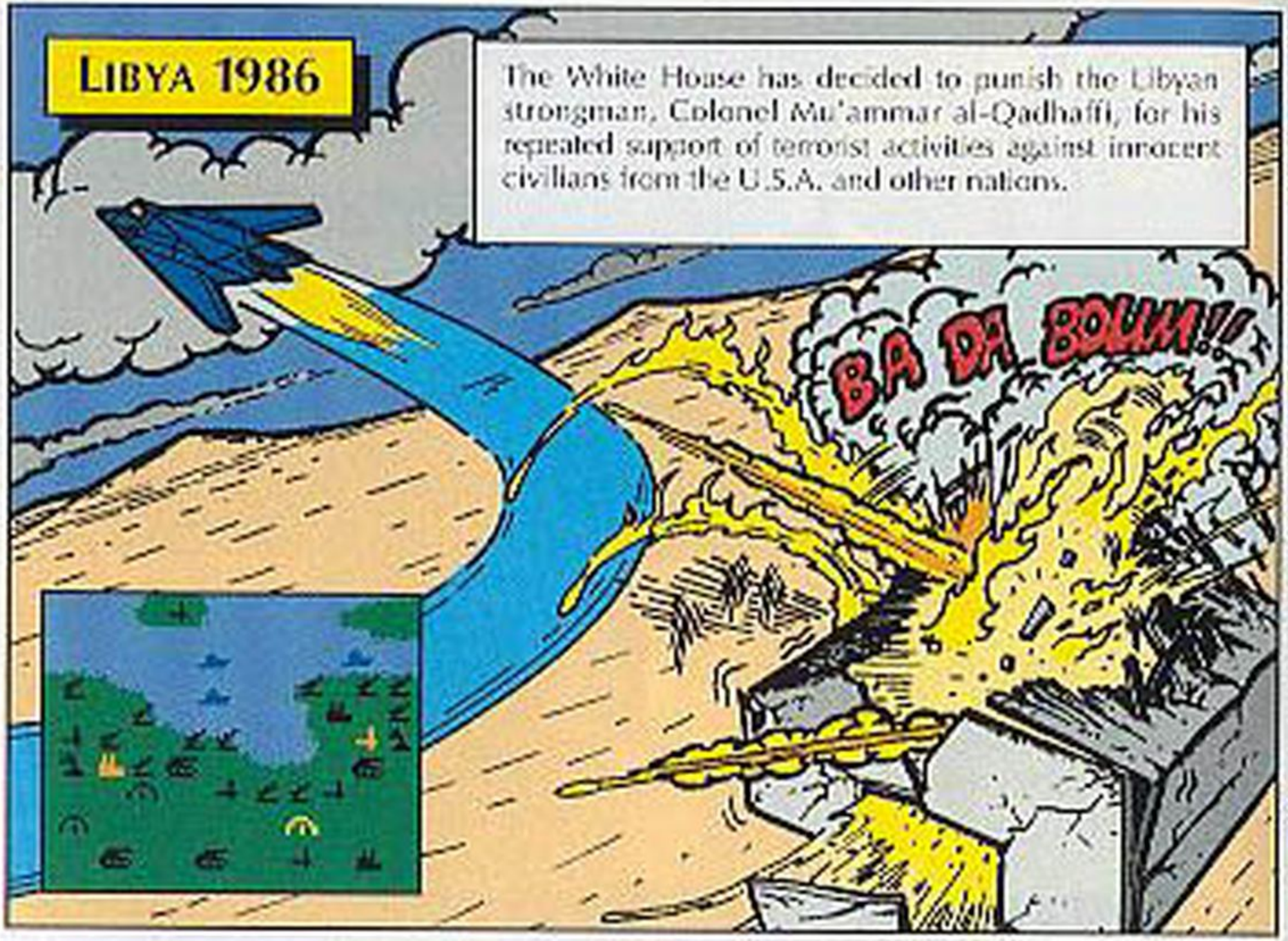
SELECT + BUTTON B: Map / Radar

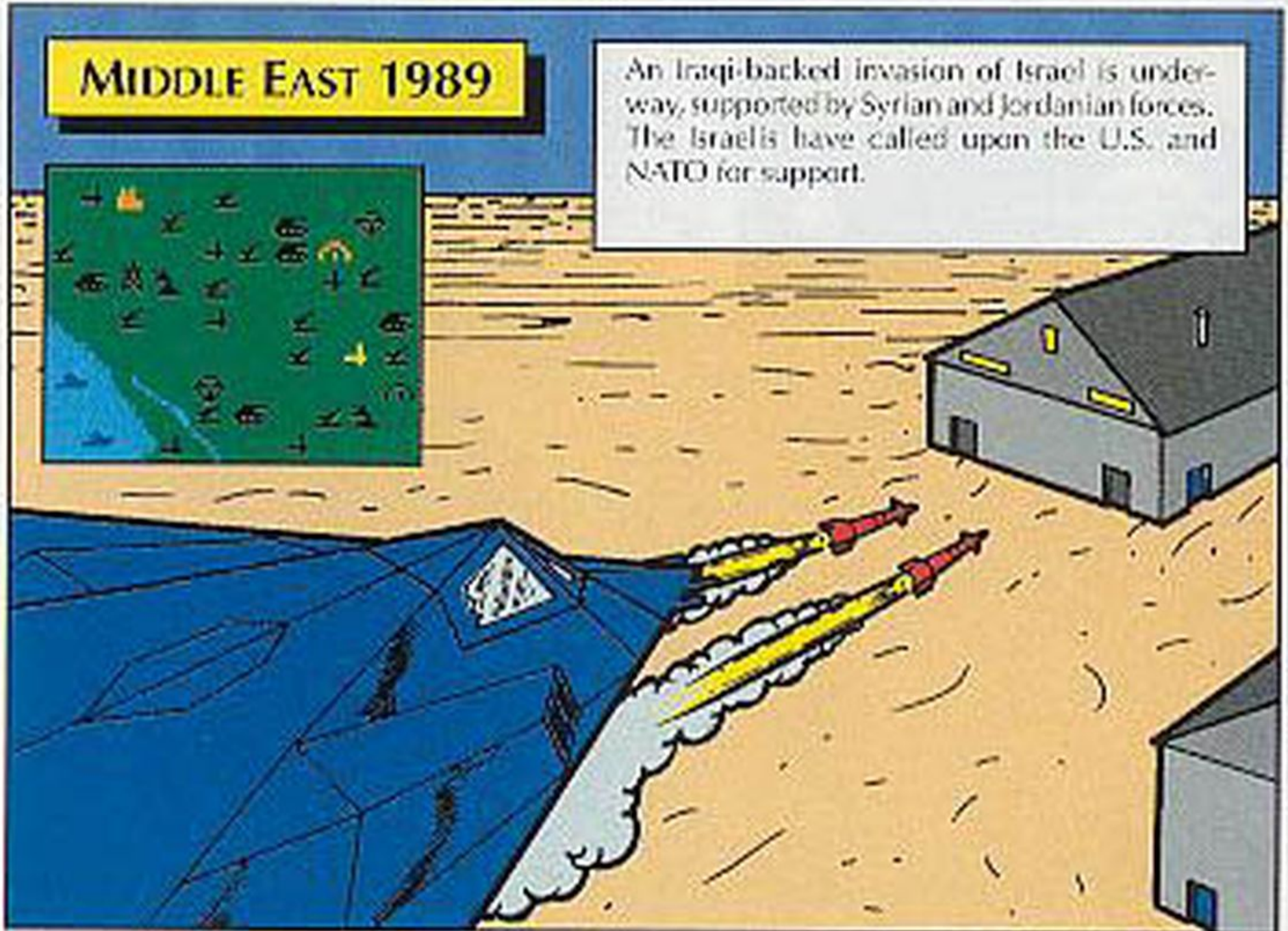

EXAMPLES OF PLAY
BANDIT AT 12 O'CLOCK—
FIRE VULCAN CANNON!
LOCK ON GROUND TARGET—
FIRE A MISSILE!

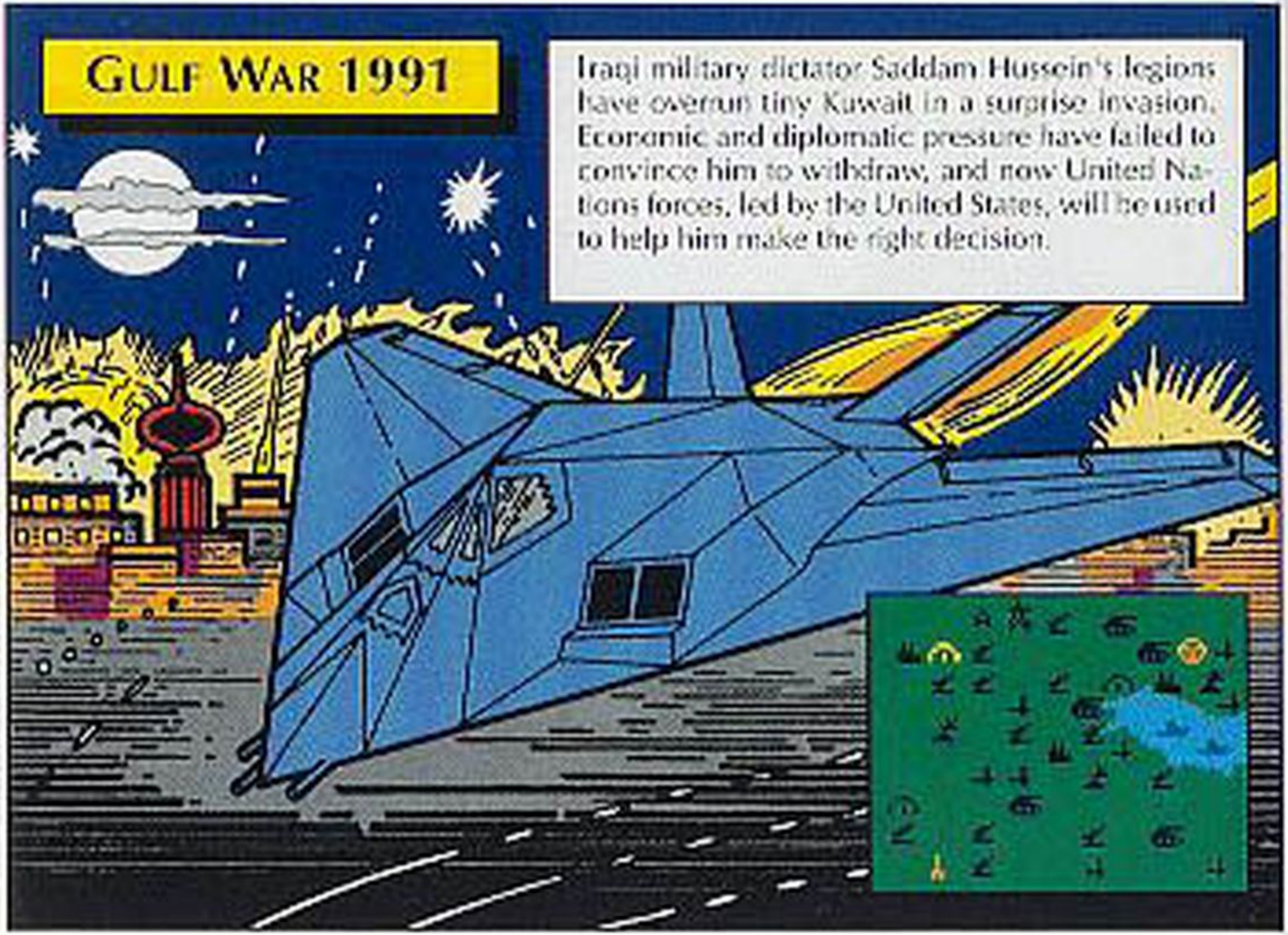


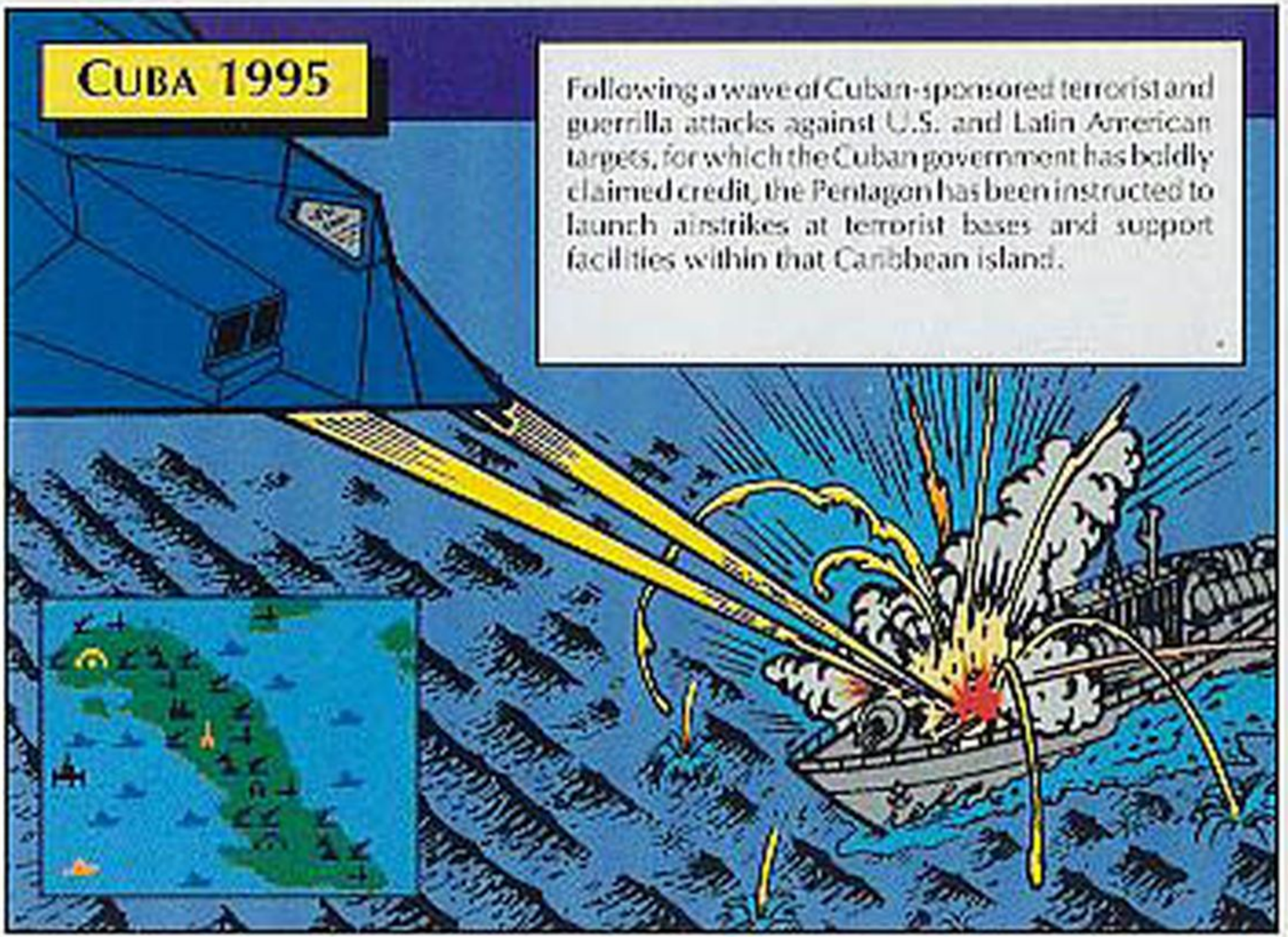
These are the theaters in which you will be assigned missions. Your first assignment is LIBYA 1986. Once you accomplish your mission here, you will be able to choose your next mission, in the MIDDLE EAST 1989.

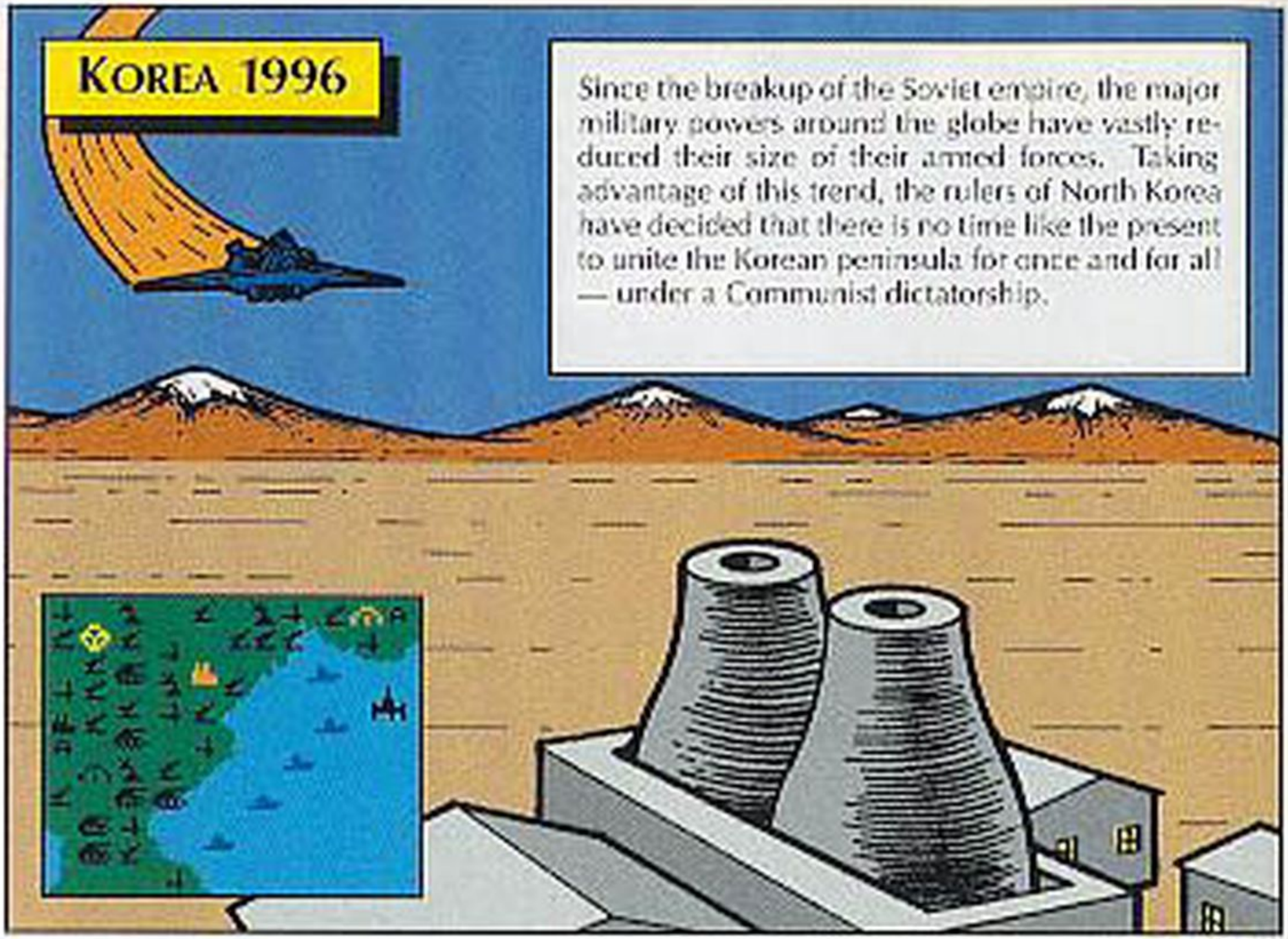
Successful completion of your missions in all six theaters may result in special assignments to highly classified missions — but only the very best F-117A Stealth Fighter pilots will qualify!


LIBYA 1986
The White House has decided to punish the Libyan strongman, Colonel Mu'ammar al-Qadhafi, for his repeated support of terrorist activities against innocent civilians from the U.S.A. and other nations.
BA DA BOUM!!!

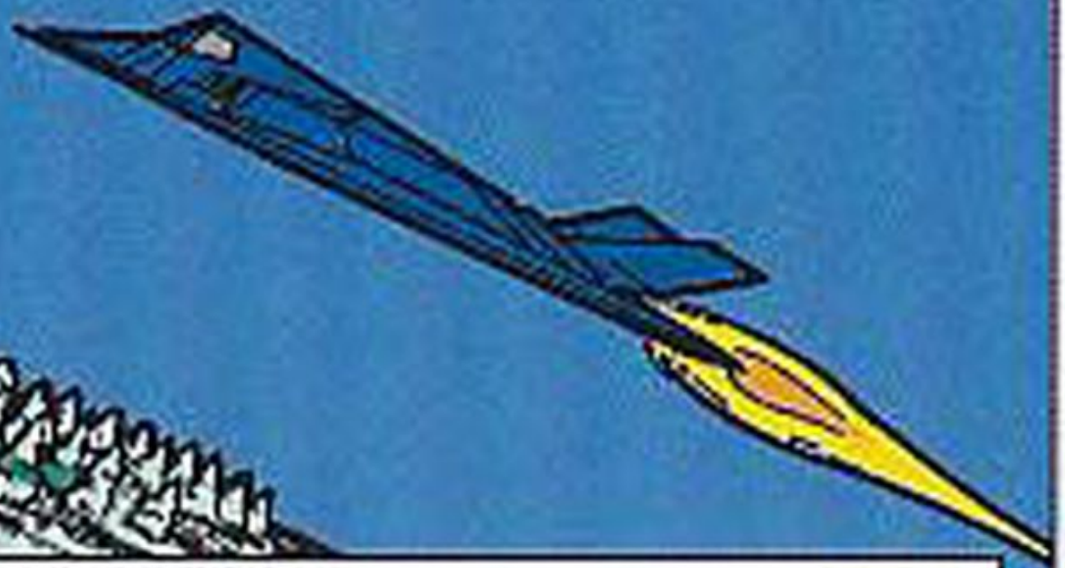

MIDDLE EAST 1989
An Iraqi-backed invasion of Israel is underway, supported by Syrian and Jordanian forces. The Israelis have called upon the U.S. and NATO for support.


GULF WAR 1991
Iraqi military dictator Saddam Hussein's legions have overrun tiny Kuwait in a surprise invasion. Economic and diplomatic pressure have failed to convince him to withdraw, and now United Nations forces, led by the United States, will be used to help him make the right decision.


CUBA 1995
Following a wave of Cuban-sponsored terrorist and guerrilla attacks against U.S. and Latin American targets, for which the Cuban government has boldly claimed credit, the Pentagon has been instructed to launch airstrikes at terrorist bases and support facilities within that Caribbean island.


KOREA 1996
Since the breakup of the Soviet empire, the major military powers around the globe have vastly reduced their size of their armed forces. Taking advantage of this trend, the rulers of North Korea have decided that there is no time like the present to unite the Korean peninsula for once and for all — under a Communist dictatorship.

NORTH CAPE



Renegade generals of the former USSR military are fed up with their country's experiment in democracy. Acquiring strong conventional and nuclear weapons, they have declared a Soviet republic. The Russian government has asked the U.N. and the U.S. to help neutralize these weapons, before they can be used to blackmail both Russia and the rest of Europe.

SECRET MISSIONS???

Top Secret

TO: F-117A STEALTH PILOTS
FROM: THE PENTAGON
SUBJECT: SECRET MISSIONS

THE JOINT CHIEFS OF STAFF
HAVE DIRECTED THAT ALL INFORMATION
CONCERNING POSSIBLE SECRET MISSIONS
BE CLASSIFIED AT THIS TIME.

SHOULD PILOTS BE REQUIRED
FOR SECRET MISSIONS, ONLY THOSE
WHO HAVE HAD SUCCESS
IN *ALL* OTHER THEATERS
WILL BE SELECTED.

Finding Your Target

Press SELECT to see the INS (Inertial Navigation System) Screen.

Press the Up and Down arrows to choose your destination. The Navigation Arrow will point in the direction of your choice. You may steer the F-117A yourself, or engage the Autopilot. You may also choose to eject.

F-117A Cockpit Display

This is the cockpit of your F-117A Stealth Fighter. Keep this diagram handy until you have a good understanding of all your instruments.

HUD
(Head-Up Display)

NAVIGATION
Follow this to yo

FUEL GAUGE
Higher = More fuel
Lower = Less fuel

THROTTLE
Higher = Faster
Lower = Slower

AUTOPILOT ON/OFF
Lights up only when your autopilot is on

DIGITAL ALTITUDE DISPLAY
Gives exact altitude in feet

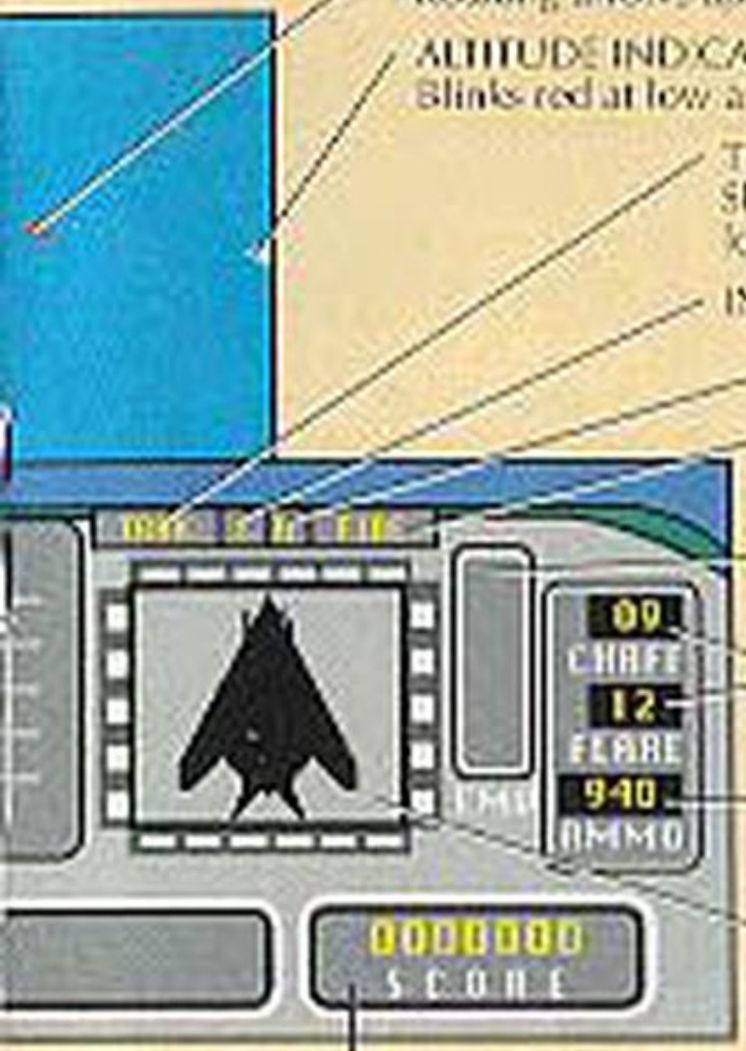
SPEED INDICATOR
Gives speed in knots

COMPASS
Indicates course of your F-117A

ARTIFICAL HORIZON
This shows which way is down when you can't see the horizon.

MULTI-FUNCTION DISPLAY
Shows either Area Map or Tactical Radar Screen.
Press SELECT + B to change from one to the other.

TEXT MESSAG
Displays impo
concerning yo



ARROW
our target

LOCK ICON
Rotating arrows appear around target when missile is locked onto it

ALTITUDE INDICATOR
Blinks red at low altitude

TRACK/LOCK WARNING
Shows when enemy radar is tracking you/has locked onto your F-117A

INFRARED MISSILE WARNING

RADAR MISSILE WARNING

FIRE INDICATOR
Tells you when you have locked-on to your target

STEALTHOMETER
Indicates your visibility to enemy radar trackers

DECOY DISPLAY
Shows how many you have of each type of decoy

VULCAN CANNON AMMO DISPLAY

WEAPONS STORES/DAMAGE
Shows either current supplies of AAM and AGM missiles or Damage Indicator. Press SELECT + A to change from one to the other.

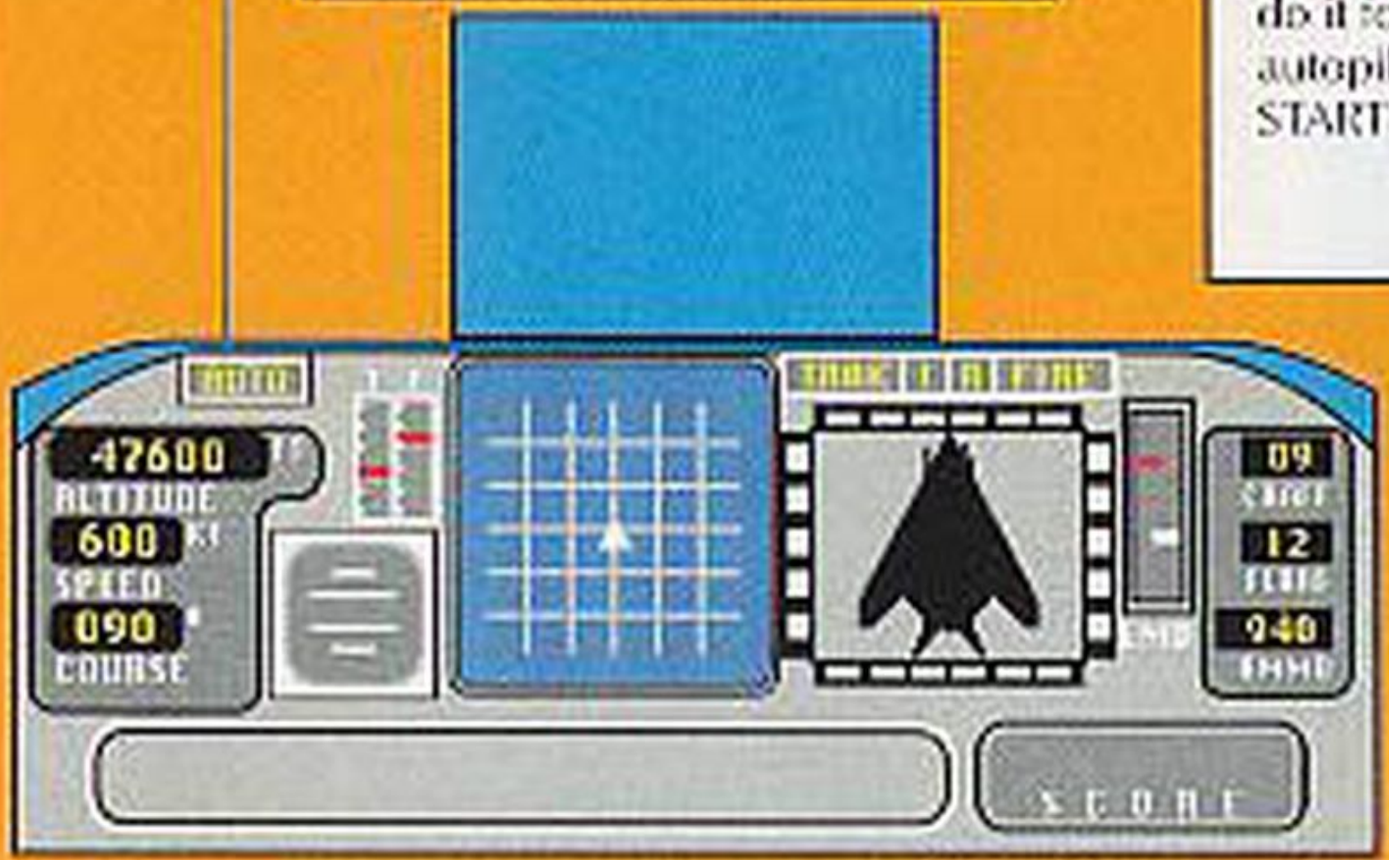
CURRENT SCORE

GE SCREEN
flare messages
ur mission

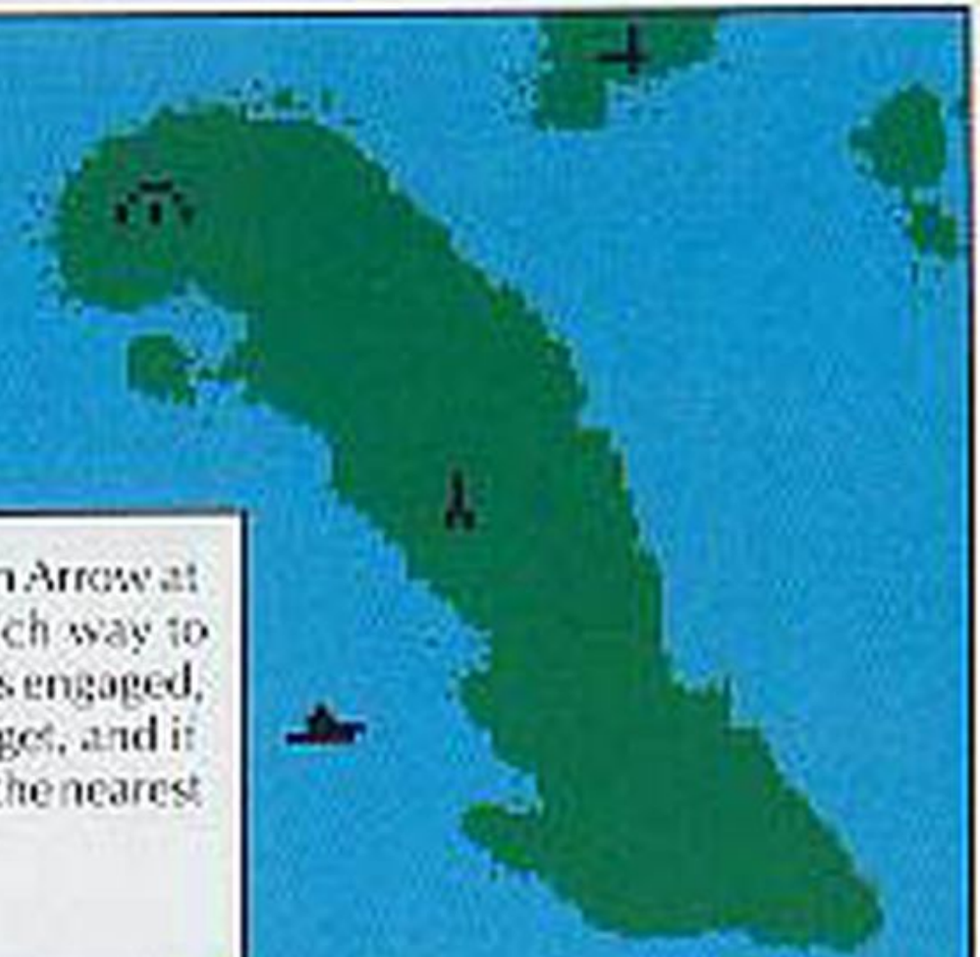
USING YOUR AUTOPILOT

You can fly your F-117A manually to your target, or you can let the AUTOPILOT do it for you. To engage the autopilot, push SELECT and START at the same time.

When you see 'AUTO' here, Auto pilot is engaged.



Fly To Your Target



If you choose TARGET, the flashing Navigation Arrow at the top of your Flight Screen shows you which way to steer to go toward your target. If the autopilot is engaged, your F-117A will fly toward your Primary Target, and if the Primary Target has been destroyed, toward the nearest Secondary Target.

Base

If you choose BASE, the flashing Navigation Arrow will steer you toward your Home Base. Once you've destroyed the Primary and Secondary Targets, the Arrow will always point toward your base. The autopilot, if engaged, will do the same.

ENEMY TARGETS AND DEFENSES

TARGETS:

Missile Boat

SAM Site
Launches Surface-to-Air Missiles

Airbase
Launches MiG-25s

HQ Bunker

Radar Station
Guides SAMs

ENEMY PLANES
Yellow are HIGHER than you
Red are LOWER than you

Your F-117A

Arms Factory

Tank Unit

The radar screen shows your F-117A in the center, and the location of air and ground targets around it.

YOUR F-117A WEAPONS

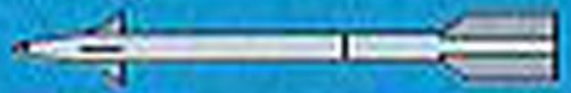
Descend to around 20,000 feet to fire your AGMs.

AGM Maverick

AGM [illegible]

AGM HARM

AGM Hellfire



AAM Sidewinder

AAM (AMRAAM)

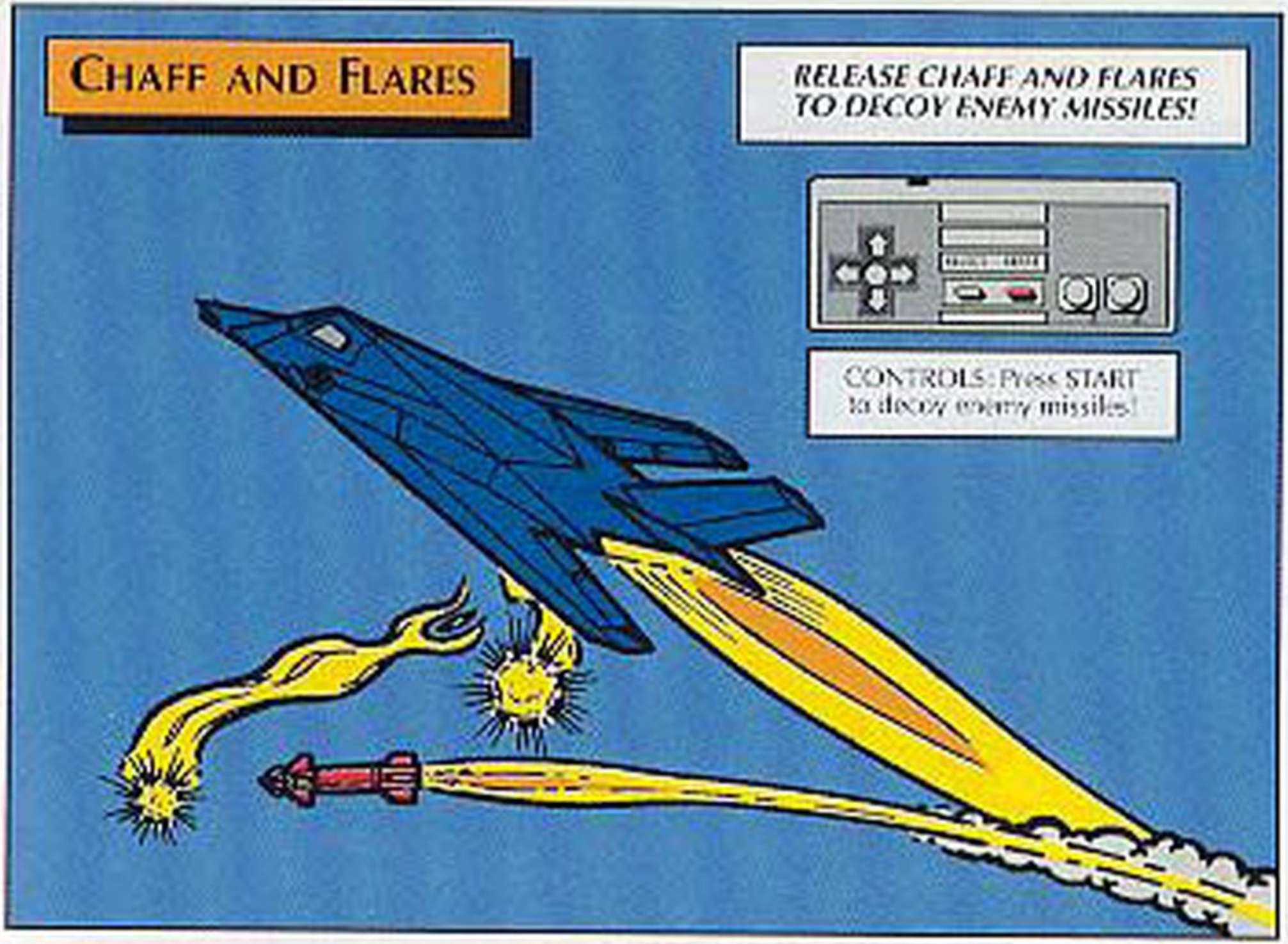
AGM Enforcer

MGTA1 Vulcan (20MM Cannon)

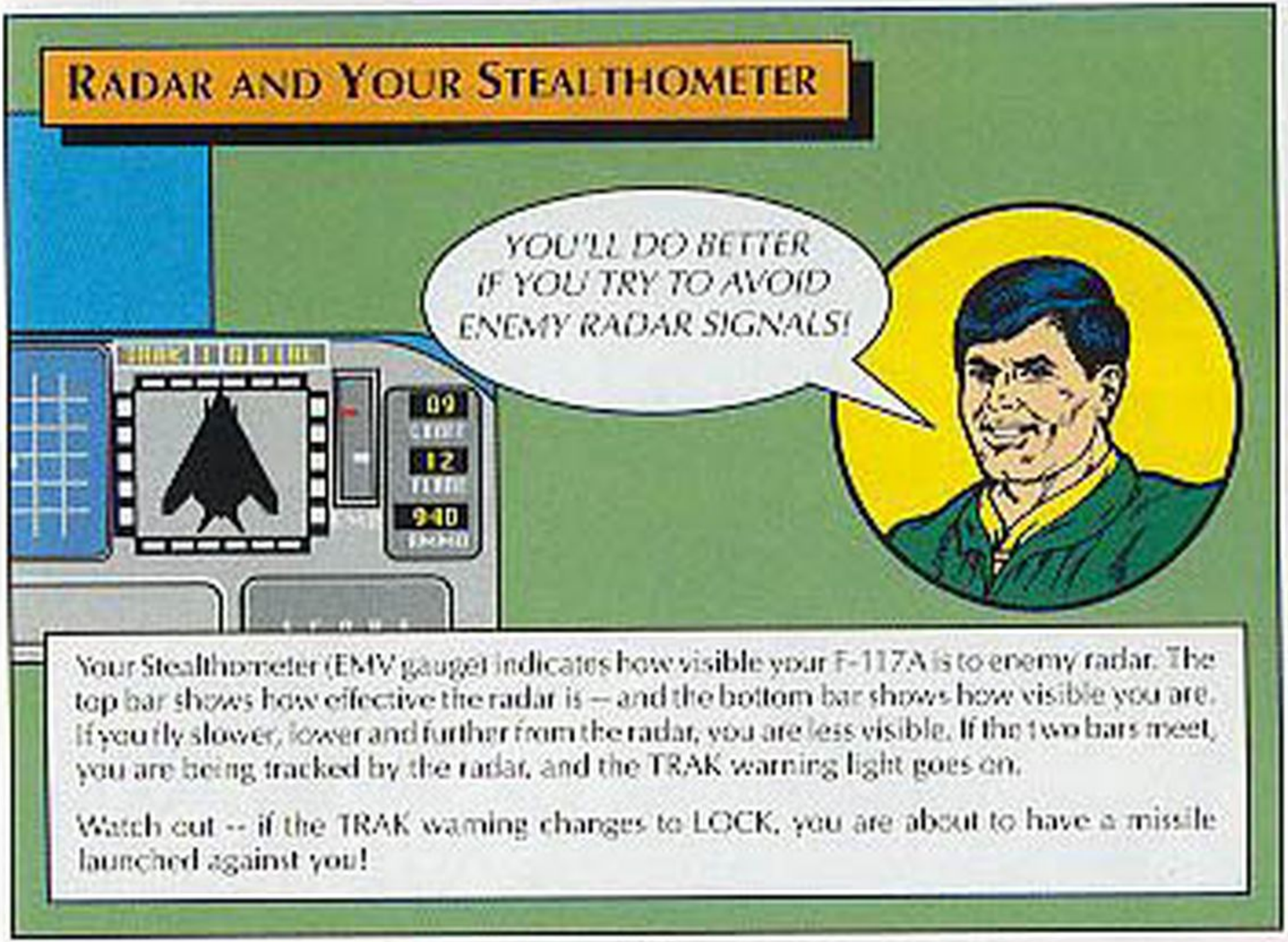
???

Weapon X

Note: AAM = Air-to-air missile AGM = Air-to-ground missile


CHAFF AND FLARES
RELEASE CHAFF AND FLARES TO DECOY ENEMY MISSILES!
CONTROLS: Press START to decoy enemy missiles!

RADAR AND YOUR STEALTHOMETER



Your Stealthometer (EMV gauge) indicates how visible your F-117A is to enemy radar. The top bar shows how effective the radar is — and the bottom bar shows how visible you are. If you fly slower, lower and further from the radar, you are less visible. If the two bars meet, you are being tracked by the radar, and the TRAK warning light goes on.

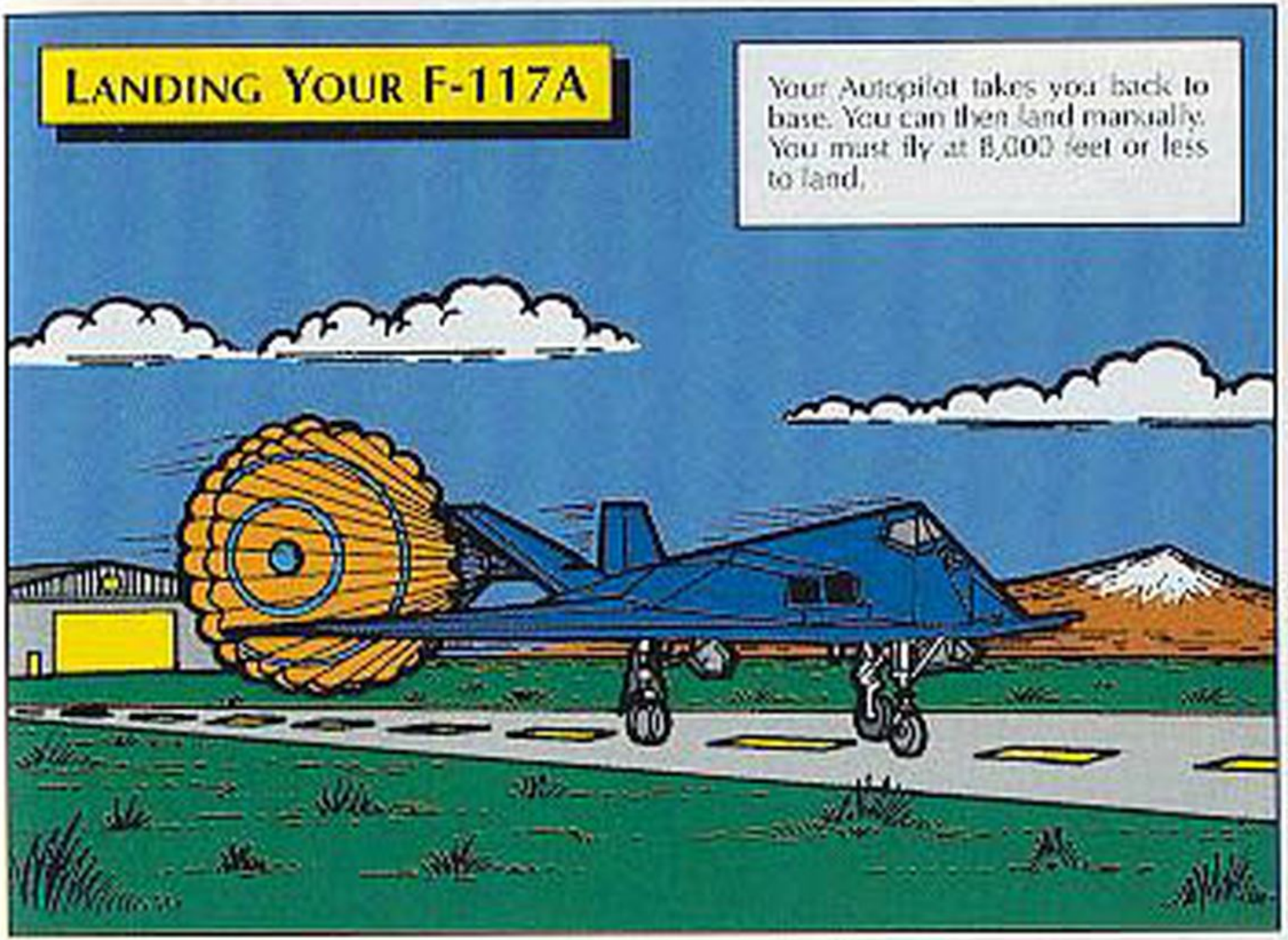
Watch out -- if the TRAK warning changes to LOCK, you are about to have a missile launched against you!

THROTTLE AND FUEL

Keep an eye on your fuel gauge- the faster you fly, the more fuel your F-117A consumes! Your throttle controls your speed -- the higher it registers, the faster you will fly.

DAMAGE INDICATOR

Your Damage Indicator shows where your F-117A has suffered critical damage.


LANDING YOUR F-117A
Your Autopilot takes you back to base. You can then land manually. You must fly at 8,000 feet or less to land.

DEBRIEFING

After your Stealth mission is complete, you will be given a debriefing. Here you will be informed whether or not you hit your Primary and Secondary targets, what other ground targets you hit, and how many enemy planes you shot down. You will also be told if you received any bonuses.

SCORING

All scores are for Green level. At higher levels, all targets are worth more points.

PRIMARY AND SECONDARY TARGETS

PRIMARY TARGET: 10,000 points SECONDARY TARGET: 5,000 POINTS

MILITARY TARGETS

SAM Site

MiG-29

Tank Unit

Missile Boat

SCUD

OTHER TARGETS

Bio Bunker

Ammo Dump

Nuclear Plant

Oil Well

Iron Factory

Oil Rig

Base

All targets are worth 3,000 points each. Enemy Aircraft are worth 1,000 points each.

Note: Your F-117A is a very expensive airplane, and the U.S. Government is not happy when one of its pilots come home without his Stealth Fighter. Because of this, you should not expect a medal or promotion if you bail out during a mission.

PROMOTIONS

2nd Lieutenant
(Your starting rank)

1st Lieutenant
50,000 points

Captain
200,000 points

Major
500,000 points

Lt. Colonel
1,000,000 points

Colonel
2,000,000 points

General
4,000,000

Every time you fly a mission, your overall score increases. The higher your score, the higher your rank. Only the best pilots make it all the way to General!

MEDALS AND RIBBONS

The Air Force and your country may reward you with ribbons and medals to honor your feats of valor and your achievements as a combat pilot. No medal can be won more than once, but it is possible to win more than one medal for a mission.

Ribbons are won for service. Medals are won for destroying enemy targets, as listed below.

MEDALS FOR VALOR

In each of the theaters listed below, destroy your primary and secondary target, and score the minimum number of points.

Air Force Commendation Medal
[illegible] points
Libya

Air Medal
[illegible] points
Middle East

Distinguished Flying Cross
[illegible] points
Cold War

Silver Star
[illegible] points
Cuba

Distinguished Service Medal
[illegible] points
Korea

Air Force Cross
[illegible] points
North Cape

SPECIAL DECORATIONS

Air Force
Overseas Ribbon
Awarded for
overseas service

Air Force
Long Service Ribbon
Awarded after completion
of several missions

Air Force
Achievement Medal
Shot down seven UFOs or seen
by the enemy outside
during missions

Superior Service Medal
Destroy 5 flying
ground bases or 3
smoke trains

SECRET MISSIONS: If you are good enough to win all 10 of these ribbons and medals, you can expect that you will be called upon to carry out several top-secret missions.

THE NATION'S HIGHEST AWARD

THE CONGRESSIONAL MEDAL OF HONOR

If you are successful in all your missions, and if you score 325,000 points in the final Secret Mission — you will earn the **Congressional Medal of Honor!**

BAILING OUT

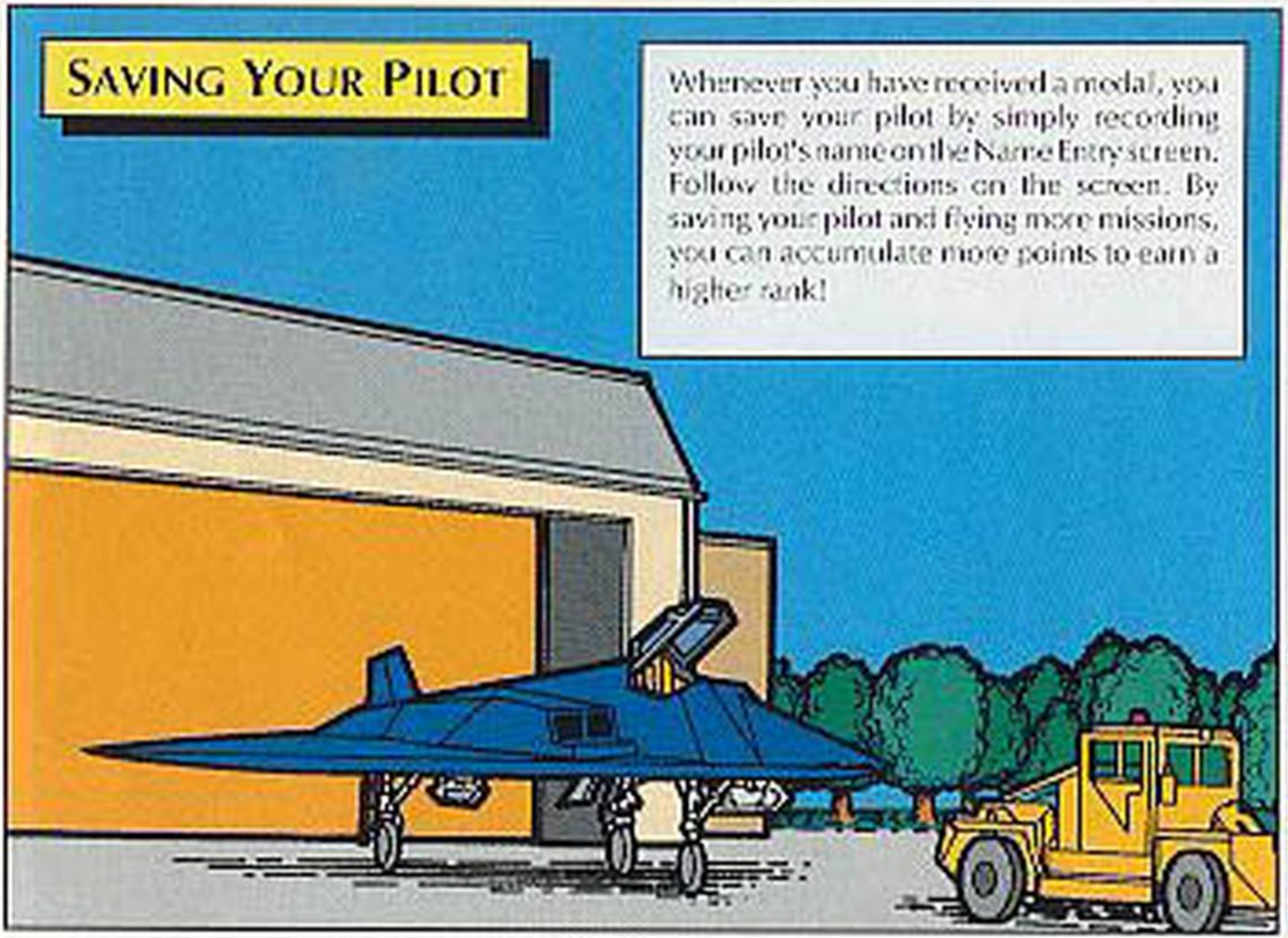
BAIL OUT: Press SELECT.

IF YOU'RE LUCKY, A CHOPPER WILL PICK YOU UP!

Sometimes it gets too tough for even the best pilots. If you think your F-117A can't make it back to base, *bail out!*

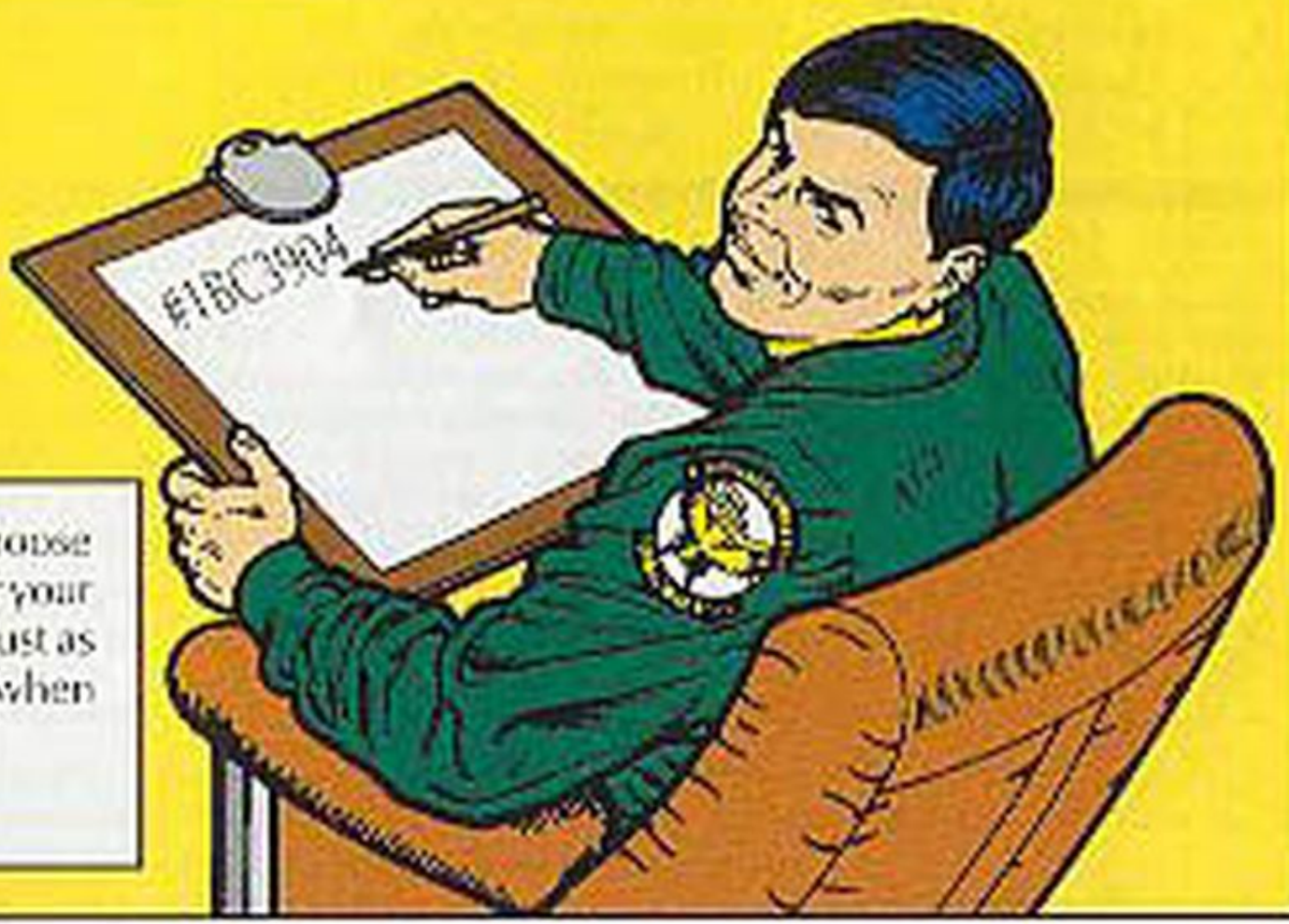
SAVING YOUR PILOT

Whenever you have received a medal, you can save your pilot by simply recording your pilot's name on the Name Entry screen. Follow the directions on the screen. By saving your pilot and flying more missions, you can accumulate more points to earn a higher rank!



Record Your Save Code

If you want to end a playing session, copy your 8-digit pilot code after the debriefing and award screens and put it in a safe place.



Next time you play, choose SAVED PILOT and enter your name and saved code just as you wrote them down when you saved them.

CREDITS

Producer: Tony Parks
Game Designer: B.C. Milligan, James G. Thomas
Game Graphics: Juan Sanchez
Game Programming: James G. Thomas and Chris Taormino, with Dave Wagner, Steve Pujia and Peter Patel
Music & Sounds: Ken Lagace with Scott Patterson
Manual Graphics & Design: Joe Morel with Iris Iokogi
Manual Art: Mark Glidden with George Gill
Quality Assurance: Chris Hewish, David K. Osborn
Package Design: Moshe Milich

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/TV technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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